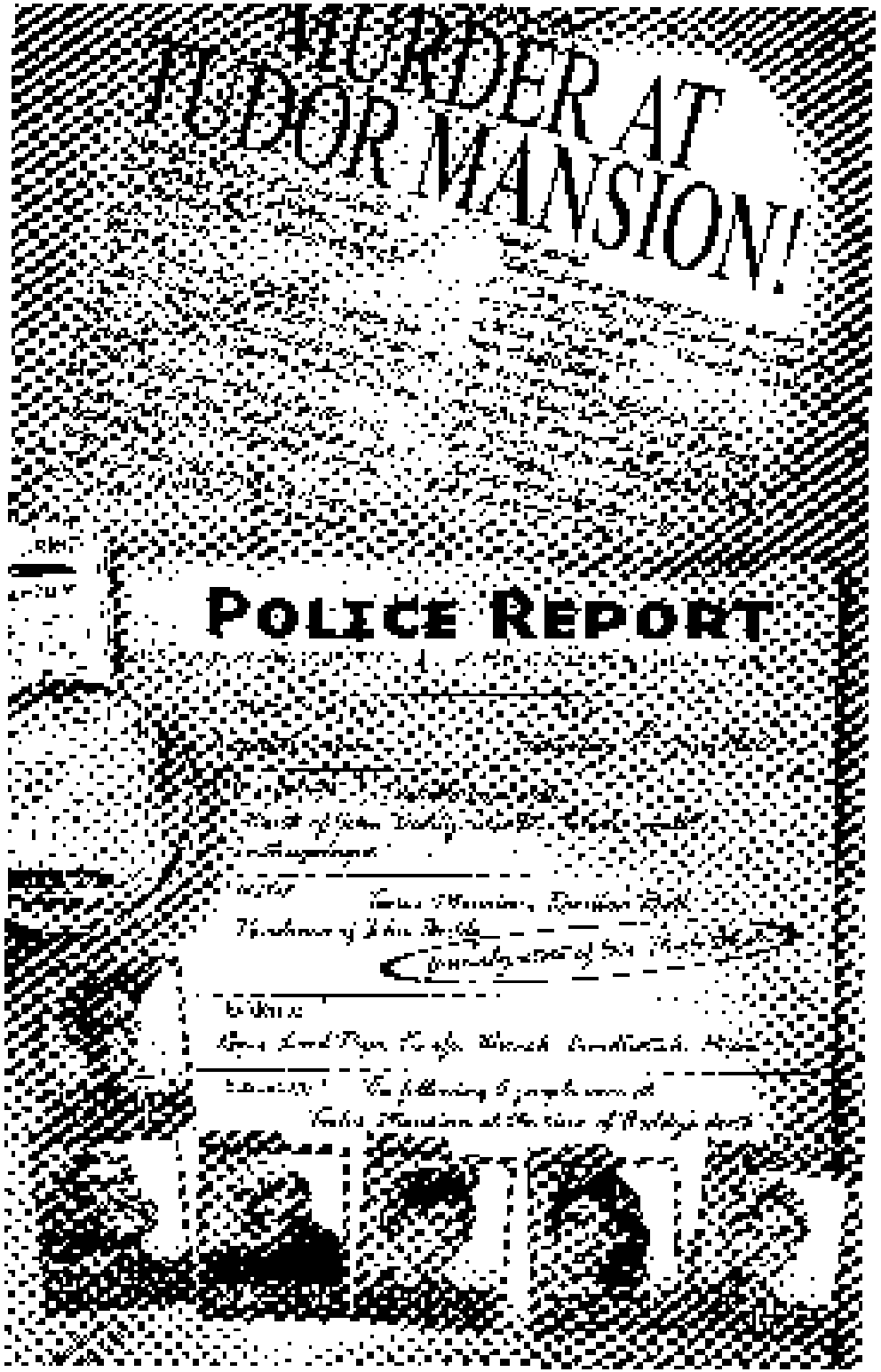
PARKER BROTHERS CLASSIC DETECTIVE GAME
FOR 3 TO 6 PLAYERS / AGES 8 TO ADULT

CLUE®

INSTRUCTION BOOK

PARKER BROTHERS



Object

Equipment

- 1 Murderer Weapons Pack, Lead Pipe Knife, Wrench, Gun, Poison Flask
- 1 Case of Clues Pack and the Case of Clues Suspects, Weapons and Rooms
- 1 Set of Detective Notebooks (one for your investigation)
- 1 Solve the Case Log
- 1 Dice

Setup

1. Look on the game board for the START space on the Ballroom. Place the Suspect character tokens on the matching coloured spaces. Then, from the remaining character tokens, choose one to represent you in the game—keep it safe until after all the investigations in the mansion, and then you can reveal the murderer!
2. Remove all the Weapons cards from the Murderer Weapons Pack and shuffle them. Secretly look at the top card and place it face down in the Study. Then, shuffle the remaining Weapons cards into the Room cards.
3. Place the empty Envelope in the middle of the board. Look at the card in the middle of the pack and place it face down in the Envelope.
4. Shuffle the pack of cards in the Case of Clues Suspects, Rooms and Weapons. Shuffle each pack separately and place each pack face down on the table. Then, deal the cards one by one—starting with the player on your left—so that each player has the same number of cards. The Case File now contains the three cards in the Envelope. What Weapon? And Where?
5. Shuffle together the three packs of remaining cards. Then, deal them, face down, to the players one by one, starting with the player to your left. Because they're in your hand, they can't be in the Case File—which means none of your cards will be picked up in Step One.

6. Take a detective notebook sheet. Put it in but you may also use the notes you picked up during play. Keep it secret from your friends. Pencil as well.
7. Miss Scarlet always goes first. Play then proceeds in turn to the left.

Gameplay

Moving Your Character Token

On your turn, try to enter a different Room in the mansion. To do so, roll the dice and move your character token the total number of squares you wish, or you may enter a Room using a Secret Passage. More on this below.

Rolling

Roll the dice and move your character token the number of squares you wish.

- You may move in any direction, but not diagonally, forward or backward into a Wall or Furniture piece.
- You may change direction as many times as you like during your move, but you may not move over the same square twice on the same turn.
- You may not move over or land on a square that is already occupied by another Suspect.

Secret Passages

The Rooms in opposite corners of the mansion have Secret Passages. Players in one of these Rooms at the start of their turn can choose to, instead of rolling, move through a Secret Passage, ending up in the Room in the opposite corner.

Entering and Leaving a Room

You may enter a Room by rolling the exact number of squares to the door, or by moving through a Secret Passage.

- A door is the opening in the wall, not the square in front of it. Upon exiting a Room, you may choose which door you'd like to exit through if the Room has more than one doorway.
- You may not pass through a square that is occupied by an opponent's character token.
- As soon as you enter a Room, stop moving. It doesn't matter if you still have additional squares left to go in your roll.
- You may not re-enter the same Room you just left on your next turn.
- It is possible that your opponents might block any and all doors to stop you from entering a Room. In this case, you must wait for someone to move and unblock a door so you can leave.

Making a Suggestion

As soon as you enter a room, you may make a Suggestion. By making Suggestions throughout the game, you try to determine—by process of elimination—the Suspect, Weapon and Room listed in the Confidential Case File envelope. To make a Suggestion, move a Suspect and a Weapon into the Room from that you just entered. Then suggest that the Suspect committed the crime in the Room with that Weapon.

For example: You enter the Miss Scarlet and you enter the Lounge. Then move another Suspect—Mr. Green, for instance—from the Lounge. Then move a Weapon—the Wrench, perhaps—into the Lounge. Then say, "I suggest Mr. Green committed the crime in the Lounge with the Wrench."

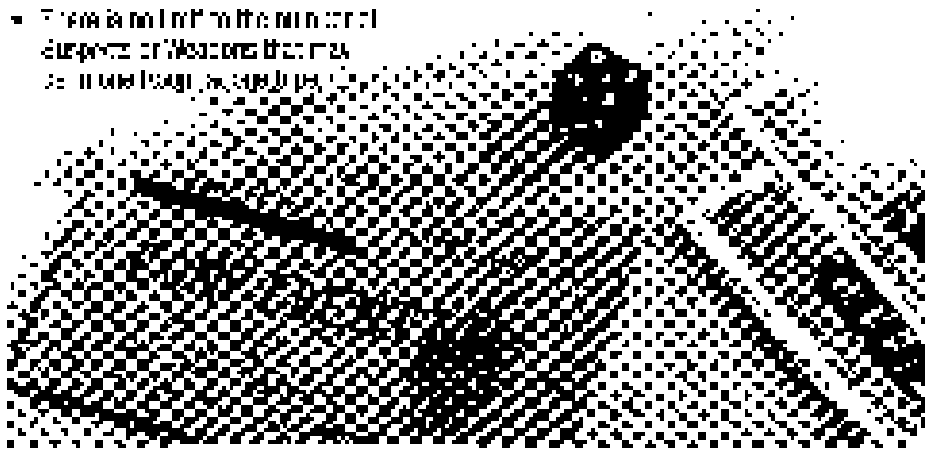
Remember these things:

- You must say the Room that you are in as part of your Suggestion.
- Remember to consider all clues from other players' Suggestions when making your own Suggestions, and when deciding on your Accusation at the end of your turn.
- There is a limit to the number of Suspects or Weapons that may be moved during a Suggestion.

Proving a Suggestion True or False

As soon as you make a Suggestion, your opponents, in turn, try to prove it false. The first to try is the player to your immediate left. That player looks at his or her cards to see if one or more of the cards matches any of the three cards you just named. If the player does not have any of the cards named, he or she must show this to you and no one else. If the player does have one of the cards named, he or she selects just one to show you. That player then removes it from those that were named, from the choices on your Suggestion sheet, and passes it to the next player on the left.

As soon as one player shows you one of the cards that you named, it is your turn to make another Suggestion, or to make an Accusation and end the game.



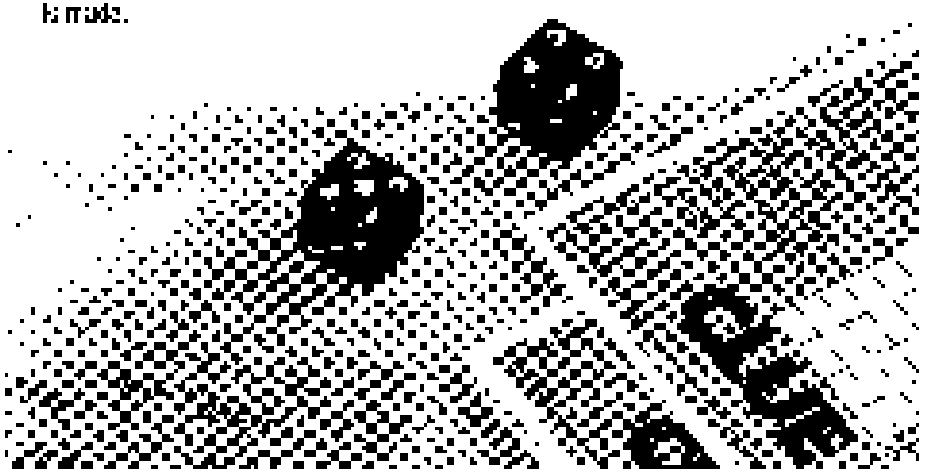
More about Moving and Making Suggestions

- You may make a new Suggestion after entering a particular Room. To make your new Suggestion, you must either enter a different Room or remain in your present Room for your next turn. (If you leave your present Room, you may not return to it before making a Suggestion.) If you are moved to a Room because you are suggesting that character, you may make a Suggestion for that Room.
- When you make a Suggestion, you may, if you wish, name one of the cards (i.e., you have in your own hand). You might name it in the suggestion in order to mislead your opponents.
- You may make a Suggestion that includes a Suspect or Weapon card already in your own hand. In this case, no one can disprove your Suggestion (since you are holding all three cards mentioned in your Suggestion).
- If the Suspect mentioned is not in the Room you name, you may, on your next turn, move one of the things. Move to the Room named and make a Suggestion for that Room. If you do not wish to make a Suggestion, you must leave the Room or make your character pass.
- You may (if you wish) make a Suggestion followed by an Accusation on the same turn. (see Making an Accusation below)

Making an Accusation

When you think you've figured out which three cards are in the envelope, you may on your turn make an Accusation and name aloud the three cards you want to (i.e., say "I accuse [suspect] of committing the crime in the [room] with the [weapon]."). Then, to see if you're right, look at the cards in the envelope.

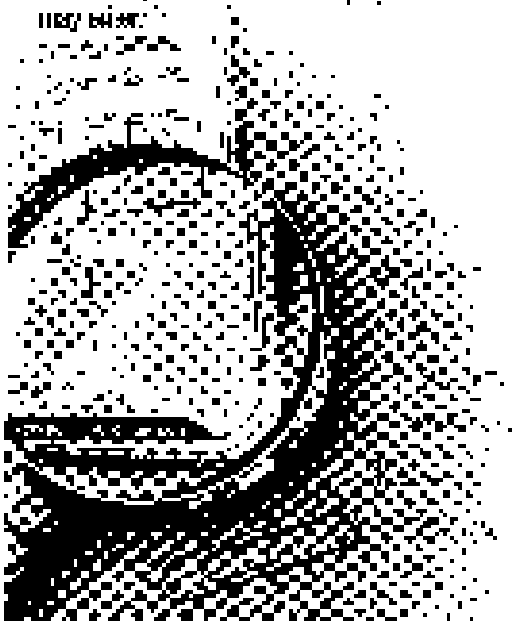
When making an Accusation, you may name any Room. It need not be the Room you suspect.



Important: You may make only one Accusation during a game.

If your Accusation is incorrect or if any one of the cards (i.e., your accusation) is not in the envelope:

- Secretly return all three cards to the envelope.
- You remain in the game and have your turn as usual.
- You are entitled to try to prove your opponents' Suggestions false by showing cards when asked.
- Your piece is moved into the Hallway nearest your room (into the Hallway you are nearest if you make Suggestions).
- In all remaining Accusations, your character remains in the Hallway and cannot be moved into a Room by another player's Suggestion.



Winning

You win the game if your Accusation is completely correct—that is, if you find in the envelope all three of the cards you named. When this happens, turn all three cards face up for everyone to see.

To Order Additional Detective Notepads

You may purchase notepads directly from the address below. Please send $3.50 each (includes postage and handling). Allow 6-8 weeks for delivery.

Make checks payable and send to: Parker Brothers, Consumer Affairs Dept., 50 Dunham Road, Beverly, MA 01915-1195. Parker Brothers is a division of Tonka Corporation.